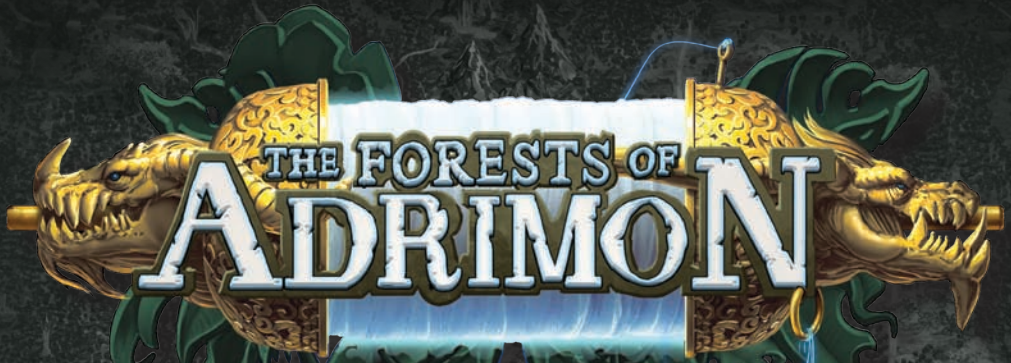

Rule Book

Prologue

The immense Greenflame Forest was once populated only by the wood elves: stewards of nature and protectors of the realm of fey. They mysteriously departed this world nearly a century ago, emptying their cities built among the trees. Afterward, their pristine settlements were repopulated by the other races and culture slowly returned.

In their absence, a figure known as "the Magi" emerged from a mysterious portal, carrying an artifact called the Fate Spool. Its power is capable of bending souls to her will. Now, the entire forest kneels to this enigmatic sorceress. All who enter her realm slowly succumb to her presence, eventually enslaved. The cities have been lost, haven now only to her mindwiped, who work tirelessly on hulking automatons, enormous constructs fueled by the souls she has bound.

There are few pockets of resistance left. Wayposts have been established along the perimeter of her domain, and would-be heroes carefully venture into the heart of her power seeking to unseat her. The few who return speak of a name in their mind, a woman known to them as "Adrimon". The six heroes who faced her last came close to destroying her, but in the moment of their demise they sacrificed themselves, vowing a blood oath that just might lead to her undoing.

These oaths gave power to the heroes' equipment, creating powerful relics that diminish Adrimon's magic, but they have been broken to pieces and scattered throughout the land. Re-forge the fragments and her undoing will be swift!

Enter the forests to gather the fragments, create the relics, and you will have a chance to destroy the sorceress once and for all. Move quickly, lest your mind fall to her power. You may be the only hope left.

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Welcome

Welcome to the Forests of Adrimon, the second title in the HEXplore It gaming universe. We're proud to bring you to the Greenflame Forest, where you'll create powerful heroes capable of overthrowing Adrimon, a terrible sorceress who controls the Fate Spool.

The Object of the Game

- The heroes win the game when they defeat Adrimon, the Magi (see page 19).
- The heroes lose the game if Adrimon is alive when all heroes in play die or become mindwiped.

Dry Erase Markers

Several dry erase markers are included in the game. Please note that the following game components are laminated and can easily be erased: the Role Cards, Boss cards, Battle Mat, and Game Placards.

Dice

Hex Die (six-sided): Shared between all players, the Hex die is numbered 1 through 5, and the hex is considered to be a result of 6.

Skill Dice (ten-sided): Each hero receives three Skill dice. They are each numbered 2 through 10, and the hex is considered to be a result of 1. Generally, you'll want to roll low on these (unless you're rolling for damage).

Fate Die (eight-sided): Shared between all players, the Fate die is numbered 2 through 8, and the hex is considered to be a result of 1. Generally, you'll want to roll low on this die (unless you're rolling for Healing or Damage).

Setup

Setup: Overview

1 Choose your hero, then fill in your Role mat

- Each player selects a Role and a Race.
- Fill in your Role mat, with scores modified by the Race you selected.

2 Set up the Game Board

- Place the four quadrants (A-D) in any orientation you choose.
- Shuffle and place each deck.
- Draw 5 Circumstance cards and lay them face up across the Circumstance bar.
- Draw 4 Relic cards and lay them face up across the Destination bar.
- Draw 8 Destination cards and lay 2 face up over each Relic in play.
- Roll the six-sided die to determine the location of the Magi's Acropolis and place it on the corresponding Enthralled City.

3 Roll Starting location & Loot an Enthralled City

- Roll the six-sided die to define the heroes' starting position on the map.
- Roll the six-sided die and Wander in that direction.
- Roll for loot in the Enthralled City.

1 Choose your hero

Each player selects their hero by combining two character options: their Role and their Race. A player's Role is their profession while their Race defines their heritage and species. This combination drives their strengths and weaknesses, defines their special Abilities, and determines their play style.

Each role is color coded to represent one of five categories.

Burgundy:	Striker (Damage)
Green:	Assist (Buffer)
Blue:	Healer
Purple:	Sapper (Debuffer)
Brown:	Utility (Specialty)

Select your Role

You'll use your dry erase marker to record all of your hero's stats on your Role card. Select a Role randomly, or deliberately choose one. Once you've chosen one, grab a marker and fill in your hero's name and Favored Opponent. Then, add your Racial Modifiers to your Base Scores (the small brown hexes adjacent to each stat on your Role Card). The example shown below is the Stormcaller (Role) + Sprite (Race).

Select your Race

Races offer unique bonuses which complement your Role. Select a Race randomly, or deliberately choose one. Players may share the same Race if they'd like. If you do, you'll need to share the Race card.

Favored Opponent

You excel against this foe. When facing it, you deal extra Health or Energy damage to your opponent (see page 45 for detail). Record this on your Role card.

Racial Modifiers

These are the Vitals, Abilities, and Skills that are modified by your Race. When you're ready to create your hero, add your Racial Modifiers to your Role Base Scores (see page 8).

Racial Ability

Each Race has a unique special Ability which consumes either Health or Energy to use. These Abilities may be used at any time (as specified), usually once per Game Turn (see page 26).

Food Rating

The amount of Food you'll consume if you fail your Survival roll each Game Turn. Record this on your Role card.

Role Mat Explained

Stats

Each hero has the following stats: 2 Vitals, 4 Abilities, and 3 Skills.

Ranks

Ranks are the numbers you'll record inside each stat on your Role card. Each Rank evolves as the game progresses. Role ranks begin equal to the Role base score plus the Racial Modifier. If an Ability or Skill rank is reduced to 0, you cannot use the Ability or Skill until it increases.

Abilities

Each hero has four Abilities which define the action choices available to them in combat.

Attack (red): This is your basic attack. It costs no Energy and damages an opponent's Vital score equal to the rank. Most Role's Basic Attack can only damage your opponent's Health, but some can damage Energy or even Influence instead. Vital icons show which your Role can affect.

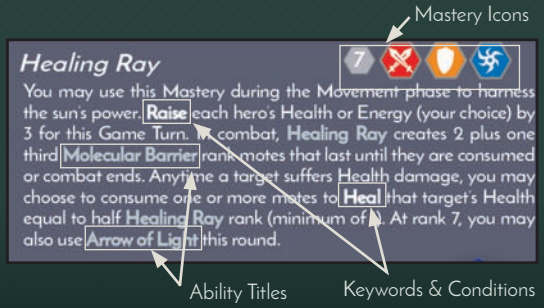
Health
Energy
Influence

See page 39 for more information on the Vital icons that appear on your Attack Ability.

Defend (orange): This is your basic defense. It costs no Energy and reduces each incoming attack equal to the rank. You may also use an item when you Defend (see page 37).

Masteries (purple & dark blue): These Abilities are unique to each Role. They each require one or more Energy to use. Some Masteries are also usable outside of combat.

Reading Mastery Descriptions: Each Role has two unique mastery descriptions. The Floromancer's Healing Ray Mastery is shown below.


Mastery Icons
Healing Ray
7
You may use this Mastery during the Movement phase to harness the sun's power. Raise each hero's Health or Energy (your choice) by 3 for this Game Turn. In combat, Healing Ray creates 2 plus one third Molecular Barrier rank motes that last until they are consumed or combat ends. Anytime a target suffers Health damage, you may choose to consume one or more motes to Heal that target's Health equal to half Healing Ray rank (minimum of 1). At rank 7, you may also use Arrow of Light this round.
Ability Titles
Keywords & Conditions

Mastery Icons: You'll find a series of icons at the top of each Mastery. The numbers denote special unlocks (defined in the Mastery description). The Ability symbols show which Abilities affect or are affected by this Mastery.

Target types: Your Masteries affect specific targets, as written in the Mastery description (see page 40).

Ability titles: Ability titles are bolded and in light gray.

Keywords and Conditions: Keywords and Conditions are bolded in white (see pages 59-62).

SKILLS

Each Role has three Skills and a ten-sided die for each, matching each color. They are used during the Skill phase, Event phase, and even sometimes in combat. Skills must be carefully managed. The Magi can mind-wipe a hero with inadequate skills.

Navigate (green): Your hero's skill at finding their way and getting out of tight situations.

Explore (yellow): Your hero's skill of perception and awareness in combat.

Survival (light blue): Your hero's skill at surviving in the wild and avoiding dangerous situations.

VITALS

Health (indigo): Health is how much damage your hero can take. If your Health drops to 0, your hero dies.

Energy (gray): You consume Energy when you use your Masteries or Racial Ability. Enemies can damage your Energy, just as they can damage your Health. You can not use Masteries or other Special Abilities if you do not have the Energy required to activate them.

Recording Vitals: Record your maximum Vital rank inside your Vital stat. As you suffer damage, reduce the number in the "current" section. That way you won't forget what your total rank is.

Regen: You may have access to items or effects that grant a Regen value. Record the Regen value here to remind you to increase your Vital by the Regen amount.

Gold

Each hero may carry up to a total of 100 times their initial Food Rating in Gold.
A hero with an initial Food Rating of 0 may carry up to 100 Gold.

Each hero begins the game with 0 Gold.

Food

Each hero may carry up to a total of 5 times their initial Food Rating
A hero with an initial Food Rating of 0 may carry up to 5 Food.

Each hero begins the game with 0 Food.

If you succeed on a Survival roll during the Skill Phase, then you must have found food in the wilderness. If your Survival roll fails and your Food Rating is 1 or more, your hero will need to consume food from your reserve. It is important to stock up, in case you fail your Survival rolls.

Gold and Food icons can be found on many cards in the game. When you see icons on cards like the ones shown here (above right), each hero receives the reward. In the example above, each hero would gain 1 Gold and 1 Food.

Items

Your hero may obtain several items while you adventure in the Forests. You can keep track of them in the backpack area of your Role mat. There is no limit to the number of items your heroes may carry.

Sharing Gold, Food, and Items

You may always share Gold, Food, and other items with your party members outside of combat. During combat while Defending, you may give a single item to another hero (see page 41).

Gear Upgrade Rings

- There is a ring of numbers around the edge of each stat on the Role cards.
- These numbers indicate the Gold cost to upgrade the rank.
- Starting at the top most edge, each increase becomes more costly, moving clockwise around the ring. For instance, in the example to the right, the first Gear Upgrade would cost 4 Gold, then the next 5 Gold, and so on.
- Abilities begin at a cost of 4 Gold, Skills at a cost of 3 Gold, and Vitals at a cost of 2 Gold.
- Heroes may only gain a total of 6 Gear Upgrades for each stat.
- Power Up cards (or other effects) are separate rewards that do not count against your Gear Upgrades.
- Gear Upgrades are not available for purchase until the heroes unlock Ashul's Workshop.

Obtaining Gear Upgrades at Enthralled Cities

Gear Upgrades can also be found while Searching for Gear in Enthralled Cities. Consult the Enthralled Cities placard for more information on Searching for Gear.

Purchasing Gear Upgrades at Ashul's Workshop

Workshop Supplies is an item that can be found in several places in the Forests of Adrimon. It may be purchased in Waypposts, rewarded after a battle, or found in other situations. The heroes will need to obtain the Workshop Supplies three times from three different sources (from 3 different Wayposts for instance), in order to allow them to create Ashul's Workshop, a new Waypost where you may purchase Gear Upgrades of any type or value (see the Waypost placard for more detail).

2 Set up the Game Board

- Place the four map quadrants (pieces A-D), in any orientation you like in the middle of your gaming table (place the four quadrants as shown for your first play through). Shuffle the HEXtiles and set aside face down.
- Place the Circumstance & Destination bars along the top and bottom of your map.
- Shuffle and place the Circumstance Deck and flip 5 Circumstance cards, placing one card face up in each of the five slots on the Circumstance bar.
- Shuffle and place both the Fragment Deck and Power Up Deck on the side.
- Shuffle the Relics and place 1 Relic card face up in each of the four slots on the Destination bar. Set aside all other Relic cards face down.
- Shuffle and place the Destination Deck and flip 2 Destinations face up over each Relic, starting with the first Relic.
- Place a Destination token on your game board on any revealed Destination location in play.
- Give each player a green, yellow, and blue ten-sided die.
- Roll the six-sided die to determine the location of the Magi's Acropolis and reroll a result of a hex. Center her Acropolis miniature over the corresponding Enthralled City.

Each player should have the items shown here. The six-sided die and eight-sided die are shared between all players.

Unexplored HEXtiles (E-N)
Circumstance Deck
Circumstance Bar
4 Map Quadrants (A-D)
Destination Tokens
Magi's Acropolis (in this example, the heroes rolled a 5 on the six-sided die)
Wander Compass
Destination Deck
Relic Bar
Power Up Deck

The Game Board Explained

The Four Quadrants (A-D)

These are the four main quadrants. When you begin the game, place these in any orientation you wish. You'll have a unique play experience with each different setup.

HEXtiles (E-N)

There are 10 additional HEXtiles to explore. When you move to a border on the game board, draw a random HEXtile and place it on the board in any orientation you choose.

The group may unlock 2 map tiles at once (see the adjacent graphic). In this case, draw 2 random HEXtiles and place both in any orientation you choose.

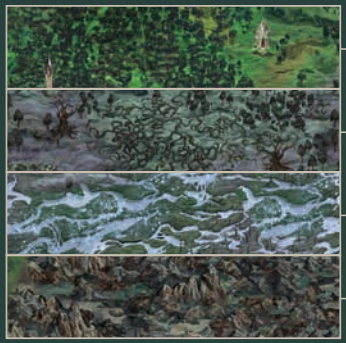
Placing a HEXtile does not end your movement. You may continue to move after you've placed one.

Additional Map Tiles

The game comes with several smaller tiles as well. Instead of placing a HEXtile, you may choose to draw and place one of these tiles any time you move to a border on the game board. You do not have to draw these randomly.

Terrain Types

The map contains many types of terrain. Use the below guide to determine which type of terrain your heroes are located in.



Forest

Dark Forest

Marsh

Highland

Great Trees

Any tree that is nearly the same size as a hex.

Mountain Peak

Any mountain whose peak extends above the hex. These locations are uncrossable (see page 27).

The Fey Realm, Portals, & Elowen's Grove

The Fey Realm is located in another dimension, hidden from the world. Elowen is a powerful dryad who helps the heroes in their quest to unseat the Magi. The Grove is the middle location of the Fey Realm HEXtile. This tile begins in play but does not attach to any other HEXtiles or quadrants.

Entering the Fey Realm: As long as at least one Circumstance card contains Elowen's symbol and is on an open Circumstance slot, the heroes may use Portals to enter the Fey Realm (see page 32).

The Portals into the Fey Realm are numbered 1 through hex and have light green borders. Two of the portals are also Boss locations and thus have both a red and light green border (shown at right). These Portals continue to function if the Boss is defeated or Influenced.

When the group moves to a Portal location on the game board, immediately enter the Skill phase. If Navigate is successful, the group passes through and emerges on the hex in the Fey Realm that shares the Portal number. If the roll is unsuccessful, they Wander (see page 29) away from the Portal and do not enter the Fey Realm. After the group passes through a Portal, they may use any unused Movement to reach Elowen's Grove or another Portal after the Skill phase.

Exiting the Fey Realm:

Exiting the Fey Realm does not require a Circumstance card on an open Circumstance slot to have Elowen's symbol. When the group moves to a Portal location in the Fey Realm, they may choose to immediately emerge on the hex in the regular world that shares the Portal number. If the portal is not yet revealed on the game board, search for the HEXtile that contains it and place it on the board. The group Heals all Conditions and all lost Health and Energy upon exiting the Fey Realm.

Circumstances in the Fey Realm:

The heroes may choose an open Circumstance (or may draw a card blindly) and play it during the Circumstance phase while in the Fey Realm. You may not skip the Circumstance phase while in the Fey Realm.

Miniatures

Two miniatures are included in the Forests of Adrimon.

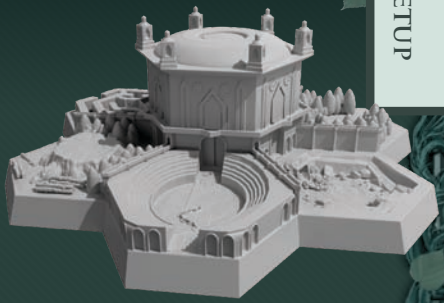
The Group Miniature: This mini represents your heroes. You'll use it to move your group across the game board.

The Magi's Acropolis: The Magi's Acropolis represents Adrimon's lair. It consists of a single hex surrounded by hexes on all sides. It is always placed (centered) on top of one of the five Enthralled Cities, rolled randomly at the beginning of the game (see page 14). All six hexes surrounding the Acropolis are considered to contain roads for the purpose of Moving Cautiously (see page 27).

The End Combat with Adrimon:

The heroes must face Adrimon during the Event phase of the Game Turn, when either of the following scenarios occur:

1. The group Moves to the center of the Acropolis.
2. The group Camps on one of the six surrounding locations around the Acropolis.
3. The Fate Cycle increases to 10 (see page 35).



This mini is © Reaper Miniatures and used with their permission. For more awesome mini's check out their site:

https://www.reapermini.com/

Game Placards

There are 4 game placards that define several mechanics and game locations. Set these aside and consult them when you need them.

Game Turn Reference

This card contains all the information you'll need to move through the Game Turn sequence.

Waypost / Battle Site

The six Wayposts are outlined in orange. Those who still oppose the Magi have created these safe havens for refugees. Heroes may travel here to **Heal**, gain new Destinations, and purchase Food and equipment. Consult the Wayposts placard for more detail. Wayposts also sell a few items available in Elowen's Grove. Consult the back of the Elowen's Grove placard to find out which ones. Wayposts may fall to the Magi's mindwiped (see Incursions on page 69). If one falls, place an Enthralled Waypost token on the location.

Battle Sites are outlined in cyan and appear in each of the four quadrants. Heroes may come here to reforge their Relics, to gain a Favor, and to receive a Healing Surge. Consult the Battle Sites placard for more detail when your heroes venture into one. There are four Battle Sites.

Enthralled Cities / Sentinels

Enthralled Cities are outlined in light purple, and appear in each of the four quadrants. Heroes may attempt to loot the Enthralled Cities for Gear Upgrades, or to find Gold, Food, and items. Consult the Enthralled Cities placard for more detail when your heroes venture there. There are five Enthralled Cities.

Sentinels are created by Adrimon's mindwiped. A Sentinel appears on the board each time the Fate Cycle increases (see page 35). You'll refer to this card any time your heroes battle a Sentinel (see page 36).

Elowen's Grove

The dryad values the riches of the forest and has no use for Gold. Gather Nature's Essence and you'll be able to trade with her for powerful items and equipment.

Harvesting Nature's Essence: Nature's Essence comes in 3 varieties: Infused Seeds, Essence Vines, and Heart of the Forest. Whenever the heroes gain access to Nature's Essence, one hero may attempt to Harvest it (consult Elowen's Grove card).

Use the Purchase Value column when you need to convert the value of Nature's Essence into Gold. You may sell Nature's Essence for its Selling Value in Wayposts. There is no limit to how much Nature's Essence the group may carry.

Type	Purchase Value	Selling Value
Infused Seed	5	1
Essence Vine	10	5
Heart of the Forest	20	10

Dark Relics: Elowen has warned the heroes of three Dark Relics found in the world. Consult Elowen's Grove card when you locate one. You may choose to keep it, or trade it to her.

3 Roll Starting Location

- There are 5 Enthralled Cities outlined in purple. One of the Enthralled Cities will be covered by the Magi's Acropolis (see page 14).
- Roll the six-sided die to determine which city your group starts in and place the group pawn there. The Magi's Acropolis is treated as having both a HEX and the Enthralled City's number that the Acropolis covers.
- Roll the six-sided die again and Wander in the direction indicated by the Wander Compass.
- When the game first begins, you'll loot the Enthralled City (or Acropolis) in a slightly different manner than you normally would.

Starting Equipment

You have mysteriously escaped the Magi's clutches and grabbed what you could when you escaped the city. Each hero rolls their ten-sided dice a set number of times based on how many heroes are in the game, and consults the **Searching For Gear** section on the Enthralled Cities placard for what you found.

Heroes may trade any items, Gold, and Food with one another after all rolls are made. You'll also find that each starting location is different. Your heroes will gain a separate bonus based on the Enthralled City they begin near. Check the next page for details.

Searching for Gear Initial Rolls

# of Heroes	Gear Upgrade Rolls	Item Rolls
1-2	3	3
3-4	2	3
5-6	1	2

City 1 - Elashor: Elashor's hot springs have restorative abilities. Bathing in the bubbling water makes one feel rejuvenated. **Each hero gains +3 ranks to distribute to their Vitals (in any way they wish).**

City 2 - Myrin: Myrin used to be a rich city on top of a gold mine. After its destruction, the natural resource has decreased but is still present. **Each hero gains either 5 additional Gold or 5 additional Food.**

City 3 - Connak: The best apprenticeships for the art of smithing used to be found in the city Connak. Hammers sounded on steel from dawn to dusk and into the night. **Each hero gains a +1 rank increase to an Ability of their choice.**

City 4 - Darcassan: Darcassan is the city of scholars and teachers. Through years of study and discipline, they mastered anything they put their minds to. **Each hero gains a +1 rank increase to a stat of their choice.**

City 5 - Keletheryl: Experiments and science were the two passions of Keletheryl. **Each hero gains an item from a Waypost or Elowen's Grove worth 5 Gold or less.**

Acropolis: A castle rigged with traps and labyrinths stands before you. You were lucky to get out alive. **Each hero gains a +1 rank increase to a Skill of their choice.**

Location Tokens

Hex Token: These tokens show you which bosses (or other event locations) you've cleared. A location with a Hex token becomes a normal location.

Destination Locations: These tokens are placed on your current revealed Destination locations.

Enthralled Wayposts: These tokens are placed on Wayposts that have fallen to the Magi's mindwiped. These locations are now considered to be Enthralled Cities.

Ashul's Workshop: This token is Ashul's Workshop, a location which can be built by the heroes, where they may purchase Gear Upgrades (see page 13).

Paragon's Hall: This token is the Paragon's Hall, a unique Circumstance card. This location token reveals a new Relic that may be crafted by the heroes.

Root System: These tokens represent the Root System, a unique Circumstance card. Moving onto one of these tokens allows you to immediately move the heroes to any other Root System token at the cost of 1 Movement..

Sentinel Token: These tokens represent the Sentinels. Each time the Fate Cycle increases, a Sentinel appears on the corresponding Battle Site (see page 36).

Game Play

Game Turn Overview

Move your Heroes (together as one group)

- Your group begins play moving at a rate of 4 hexes per turn.
- Choose how you'll move this turn: Normal, Cautious, Reckless, or Camp. Consult the Game Play placard for detail on each type of Movement.

Roll Your Skills (each hero rolls their own Skills)

- How you move this turn affects which Skills you'll roll as well as any bonuses or penalties you'll gain.
- If a hero has a Skill that is equal to or lower than the current Fate Cycle, that hero may not roll that Skill and instead treats that Skill roll as a Critical Failure (see page 28 for more detail).

Roll a Circumstance (one player rolls)

- If you are on an Enthralled City, Waypost, Battle Site, or Boss location, skip this phase.
- The Circumstance is a random situation your group will face.

Settle an Event

- If you are on a Destination, Enthralled City, Waypost, Battle Site, Elowen's Grove, or Boss location, you'll consult its corresponding placard or card and complete the Event.

Villain: The Magi

- Increase the Fate Tracker by 1.

Next Game Turn

1 Move your Heroes

- Your heroes travel the board together in one group.
- You begin play moving up to 4 hexes per turn (you may move less if you choose).
- There are four types of Movement, defined on the Game Play placard.
- If you move to the edge of the board, add a new HEXtile (see page 16). Placing a HEXtile does not end your Movement.

Uncrossable Terrain

There are some tiles that you may not move into.

Mountain peaks are uncrossable by the heroes*.

Moving Cautiously

If you spend up to your entire movement following a river and/or road, or if you move only one hex during the turn, you are Moving Cautiously. Moving in this fashion ensures you are in no danger of Wandering (see page 29).

While Moving Cautiously, you may also choose to discard the Circumstance card played during the Circumstance phase of the Game Turn (see page 32). This is the reward for moving carefully!

Moving Cautiously

*If you're playing with the Valley of the Dead King, you may gain Climbing Gear which allows you to move through mountain peaks.

2 Roll your Skills

- During the Skill phase, each hero rolls their Skill dice at the same time. If each roll result is less than or equal to the hero's matching Skill rank, the roll is successful.
- A roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds.
- Starting at rank 12, and every rank thereafter, the Critical Success range increases by 1 (hex or 2 at rank 12, hex through 3 for rank 13, hex through 4 for rank 14, etc).
- A roll of 10 always fails and is a Critical Failure.
- Modifiers applied to your Skill roll may result in a Critical Success or Critical Failure.
- If a hero's Skill rank is equal to or lower than the current Fate Cycle, that hero may not roll that Skill and treats it as a Critical Failure with no result (see page 35 for info on the Fate Cycle).
- If all three Skill results are hexes, you are exceedingly fortunate, and you may draw one Power Up card to give its bonus to all heroes!

Navigate Skill

- If the group has Moved Cautiously (see page 27), the group may choose not to roll the Navigate die during the Skill phase.

- Half of the heroes (rounded up) must succeed this roll to avoid Wandering.
- If any hero rolls a Critical Success on their Navigate Skill, they save the group from Wandering this turn or they find an Essence Vine they may attempt to Harvest. If multiple heroes roll this, each hero may apply one of the bonus alternatives.

Wandering

If the group Wanders, roll the six-sided die. The group has missed their target, and now moves 1 additional hex in the direction indicated by the Wander Compass. For instance, if a 3 is rolled, the group Wanders (moves 1 hex) in the direction of the roll, in this case down one.

If the group Wanders into an Event location (an Enthralled City, Battle Site, Waypost, Boss, Elowen's Grove, or Destination), the Event is played normally. If the group's Wander result would place them off the map or on impassable terrain (on a mountain peak), they instead remain where they are on the game board.

Roaming

Some effects will force or allow the group (or other game pieces) to Roam. When this happens, roll the six-sided die twice. The first result becomes the direction of Movement (shown on the Wander Compass), and the second becomes the number of hexes moved.

Wander Compass

Explore Skill

- If your Explore roll succeeds, your hero gains 2 Gold worth of treasure.
- If your Explore roll fails, you've found nothing but dirt.
- If you roll a Critical Success on your Explore Skill check during the Skill phase, your hero gains 2 Gold and you find an excellent place to make camp. Each hero **Heals** 1 lost Health, or you find an Infused Seed that you may attempt to Harvest. If multiple heroes roll this, each hero may apply one of the bonus alternatives.

Survival Skill

- If your Survival roll succeeds, you forage well enough in the wilderness and do not need to consume Food this turn.
- If your Survival roll fails, you must consume Food from your inventory equal to your Food Rating.
- If your Food Rating is 0, you may choose not to roll the Survival die during the Skill phase.
- If you roll a Critical Success on your Survival Skill during the Skill phase, your hero need not consume Food, and either: each hero **Heals** 1 lost Energy, or you find an Infused Seed that you may attempt to Harvest. If multiple heroes roll this, each hero may apply one of the bonus alternatives.

Starving

If a hero fails their Survival roll and doesn't have enough Food for the turn, they begin to Starve. After the Skill phase during the first Game Turn in which you have less Food than you need to eat, mark the first of three levels on the starving meter indicated by the Energy symbol. After the Skill phase of each subsequent Game Turn with inadequate Food, cross off the next symbol (moving left) on the Starving meter. You may only gain one level of Starving per Game Turn, unless otherwise stated.

Starving Level 1: Your hero cannot use Energy. Place a mark over your current Energy as a reminder that you cannot use Energy.

Starving Level 2: Your hero cannot use Energy nor roll Survival (all Survival rolls Critically Fail). Place a mark over the Survival die graphic as a reminder that you cannot roll Survival.

Starving Level 3: Your hero dies.

Starving heroes must consume any Food they receive. To end a level of Starving, purchase or gain Food equal to your Food Rating and immediately consume it. In doing so you will lose one level of Starving. If you are still Starving, next turn consume your Food Rating in Food again to shrug off the effect entirely.

Starving is not a Condition, and thus cannot be removed by items or effects that remove Conditions.

Starving Meter

You can always share Food, Gold, and items freely to members of your group while outside of combat.

3 Roll a Circumstance

- A Circumstance is rolled (the six-sided die) after the Skill phase unless you end Movement on a Waypost, Enthralled City, Battle Site, or Boss location.
- There are 5 open Circumstance slots along the Circumstance bar.
- If you end Movement in the Fey Realm, you may choose the Circumstance you face this turn, otherwise roll the six-sided die to determine which of the six cards are played.
- A roll of a hex requires a blind draw from the Circumstance deck.
- Discard any Circumstances played and refill any open slots at the end of this phase.

Cautious Discarding

If the group Moved Cautiously this turn (see page 27), you've traveled carefully and may choose to discard the Circumstance instead of playing it. Refill the open slot afterwards.

Unavoidable cards

Cards with the "Unavoidable" ribbon may not be avoided when you roll them during the Circumstance phase, even if you Moved Cautiously.

Elowen's Grove Symbol

Many Circumstances are tied to the Fey Realm. As long as one Circumstance on the Circumstance bar contains Elowen's Grove symbol, the Portals to the Fey Realm remain open and the heroes may move through them (see page 18).

Circumstance Types

Afflictions: Afflictions are negative Circumstances that effect the group. You may be affected by more than one Affliction at a time. Affliction cards remain active for a number of turns specified on the card. They can be removed in one of a few ways; if a hero rolls a Critical Success on their Survival Skill during the Skill phase or if the group uses a Healing Surge at a Battle Site. Some Afflictions will tell you to draw an additional Circumstance.

Encounters: Encounters are combat scenarios (see page 49).

Events, Discoveries, & Treasure Cards: There are several varied Events, Discoveries to uncover, and Treasure cards to gain in the Circumstance deck.

Nature: Nature cards are environmental situations that affect the group. Only one may be in play at any time.

In this example, the Grove Lynx Encounter (slot 3) has the Grove symbol.

This means the Fey Realm is accessible to the heroes. They may attempt to enter the Fey Realm by moving to one of the Grove Portals on the Game Board.

4 Settle an Event

- If you end Movement on a Waypost, Enthralled City, Battle Site, Elowen's Grove, Boss, or Destination location, resolve the Event.
- If you do not end Movement on any of the locations listed above, there is no Event this turn.

Game Play Placards

You'll find information on the following Event locations on their matching placards: Waypost, Enthralled City, Battle Site, and Elowen's Grove (see page 18).

Bosses

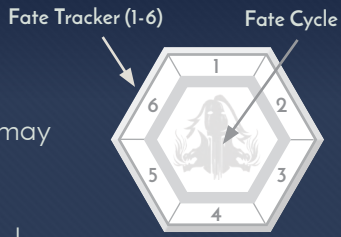
There are nine Boss locations on the map (outlined in red). A Boss event occurs when the group ends Movement on a Boss location, triggering combat with the Boss. The heroes may move through a Boss location on the map without initiating combat with them. Defeating Bosses offers great rewards!

Hex Tokens: After you've defeated a Boss, place a Hex Token on the location. Bosses may only be defeated (or Influenced) once.

Destinations

Destinations are challenges that the heroes can face and complete in order to gain access to the Fragment deck. Completing these will help you empower your heroes.

5 The Magi Phase



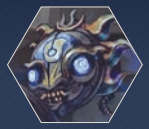
- The Magi resides in the center hex of her Acropolis. The heroes may go there to initiate the final battle.
- Each Game Turn the Fate Tracker increases by 1.
- After each 6th increase, the Fate Cycle increases by 1, the Tracker resets to 0 turns (erase the outer ring), and a Sentinel is created (see page 36).
- If the Fate Cycle is ever equal to or higher than any hero's Skill, that hero automatically Critically Fails when required to roll that Skill (no roll is made). A hero may roll their Skill again if they manage to increase their rank higher than the Fate Cycle.
- If the Fate Cycle is equal to or greater than all Skills of a hero, the hero becomes mindwiped.
- Adrimon **Teleports** to the heroes and initiates combat with them during the Event phase of each Game Turn when the Fate Cycle increases to 10 or higher.

Mindwiped Heroes

Mindwiped heroes may no longer participate in combat and are treated as being dead for purposes of rewards they would receive (see page 57). If a mindwiped hero dies, they may not be **Revived**. During the Magi phase of each Game Turn, roll the Fate die. If you roll a hex, mindwiped heroes disappear from the group, never to return. Remove the hero from the game. Each turn they remain with the group, increase the value needed to leave by one. For example, on the second turn they disappear on a roll of a hex or 2. On the third they'll disappear on a roll of a hex, 2 or 3.

Sentinels

Sentinel Token



Magical constructs built by the mindwiped and enchanted by the Magi herself, the Sentinels are Adrimon's ultimate weapons.

Animated by the very souls of the forest denizens, each one of her horrible machines is uniquely crafted to expand her realm farther into the forest and to protect the Relics from being reconstructed.

Sentinels & the Fate Cycle

A Sentinel appears on the game board during the Magi phase, each time the Fate Cycle increases.

The first four Sentinels appear on the equivalent Battle Site (ie: Battle Site 1 for the first Fate Cycle, Battle Site 2 for the second, etc). Only 4 Sentinels may be in play at any time.

If a Sentinel is defeated, another appears randomly after each completed Fate Cycle in one of the six locations adjacent to the center of the Acropolis.

If the heroes move through a hex containing a Sentinel, they must fight it during the Movement phase, augmenting the battle according to the table on the Sentinel placard. Any unused Movement they have remaining may be used after the combat.

Fate Tracker Symbol

Some cards have the Fate Tracker symbol on them. When the heroes play or discard a card that has this symbol, increase the Fate Tracker by 1. This increase happens only once.

MINDWIPED VILLAGERS!
Humanoid
5
4
3
1-3
THE SW
AFFLICTION
MAIMED!
DRAW ONE MORE CARD
The party has fallen prey to a trap set by Adrimon's mindwiped to catch members of the nearby Waypost and Grove as they come and go.
The party receives -3 to all Ability ranks to a minimum of 1.
This Affliction remains for 4 Game Turns or until you rid yourself of it.

Combat

Combat Round Overview

1 Declare Hero Actions

- Each player declares which of the four Abilities their hero will use during the combat round and declares their action total (damage, healing, etc).
- One player records each hero's total on the Battle Mat.
- You do not need to specify a target at this time if your Ability requires one.
- Roll any Favored Opponent damage.

2 Opponent Actions

- The Encounter or Boss action is selected randomly, using the six-sided die.
- Determine the target(s) and damage dealt.

3 Resolution

- All actions take effect simultaneously.
- Record damage dealt to both the heroes and the opponent.
- Apply Conditions, if any.

If your Opponent is still alive, proceed to the Next Combat Round

Combat can occur in any phase of the Game Turn.

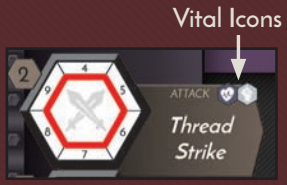
Combat is very straightforward, even though many alternatives will arise.

Skim through this section, check out the combat example on page 55, then use the rulebook carefully to guide you through your first few battles.

1 Declare Hero Actions

- Each player selects one of the four Abilities their hero will use during the combat round and spends any Energy necessary to activate it.
- Player actions occur in no particular order, they interact at the same time.
- You do not need to specify a target if your Ability requires one.
- One player should record all numbers on the Battle Mat (see page 42).

The Four Abilities



When using your basic Attack Ability, choose to inflict a type of Vital (as indicated by the Vital icons shown on your Attack Ability). Your hero will inflict the chosen type of damage equal to your Ability rank. In the example shown here, the Soul Reaver may use their Thread Strike to deal either Health or Energy damage (not both). You may choose the type of damage dealt each time you use the Ability.

When using your basic Defend Ability, your hero reduces each attack damaging them equal to the rank. If using one of your Masteries, one or more Energy is spent to power the Ability. Each Mastery is unique to each Role. Masteries only deal the type of damage specified in their description (you may not alter the damage type, even if your basic Attack is used by the Mastery).

Heroes do not need to specify a target until the Resolution phase. Additionally, some Abilities offer choices on how they can be used. In these situations you do not need to specify how you're using the Ability. For example, the Historian can simply say "I'm using Ancient Rituals" and wait to choose who he affects until the end of the round. This means that during the Resolution phase he can decide how he's using the Mastery.

Target types

Heroes and opponents all have various abilities that can effect each other in unique ways. The following list defines the various types of targets which can be targeted by abilities.

Ally: An ally is considered to be any other member of a hero's group (for instance, other heroes, Escorts, or Summons). An Ability or effect which targets an ally cannot target yourself.

Hero: A hero is considered to be any living hero. An Ability or effect which targets a hero can only effect heroes.

Group: All members of the heroes' group (including the heroes and all allies).

Opponent: Any foe who means to harm the heroes or their allies.

Target: A target can be any character involved in an aspect of game play, including (but not limited to): heroes, opponents, and allies.

Calculating Effects

During this phase of combat, you will be calculating the effects of your action. Heroes who are damaging an opponent will declare the damage dealt (record it on the Battle Mat). Those who are not damaging an opponent will apply the effects of their Ability during the Resolution phase.

Rounding Numbers

Unless otherwise specified, anytime an action or result is halved or cut into a fraction, round down to a minimum of 1.

Racial Abilities during combat

Heroes may use their Racial Ability during any phase of combat, so long as they can pay its cost, without interrupting their action for the round.

Favored Opponent Damage

See page 45 for more information on Favored Opponents.

Using an Item during combat

Using the Defend action allows heroes to use a single item on themselves, an ally, or give another ally a single item. Heroes who use or give an item are still Defending (it does not replace the Defend action). Heroes do not need to specify that they're using an item until the Resolution phase of combat. Item effects resolve during the Resolution phase unless otherwise stated. Food is considered an item, and a number of units up to your hero's Food Rating can be consumed in combat, if necessary.

Fleeing from combat

During the Declaration phase of combat, heroes who wish to Flee must roll their Navigate with a -2 bonus to the roll. If successful, they leave combat after the Declaration phase (and thus cannot be targeted). If unsuccessful, they may only Defend this round. Each round they attempt to Flee, they gain an additional -2 bonus to the roll (making it easier to Flee). Each hero must Flee in order to leave the combat. Once the entire group has fled, or combat ends, the group Wanders (see page 29). Immediately move to the Villain phase of the Game Turn.

Heroes who Flee may not re-enter combat and do not receive any rewards, even if the Opponent is defeated by other members of the group. If you attempt to fight an Opponent you've previously fled from, their Vitals are reset to full.

The Battle mat

- Use the Battle Mat to keep track of the heroes' Movement speed, group items, Game Turns, Combat Rounds, Escorts, your opponent's Vitals, and more.
- You may modify the game's Difficulty here.

How to use it

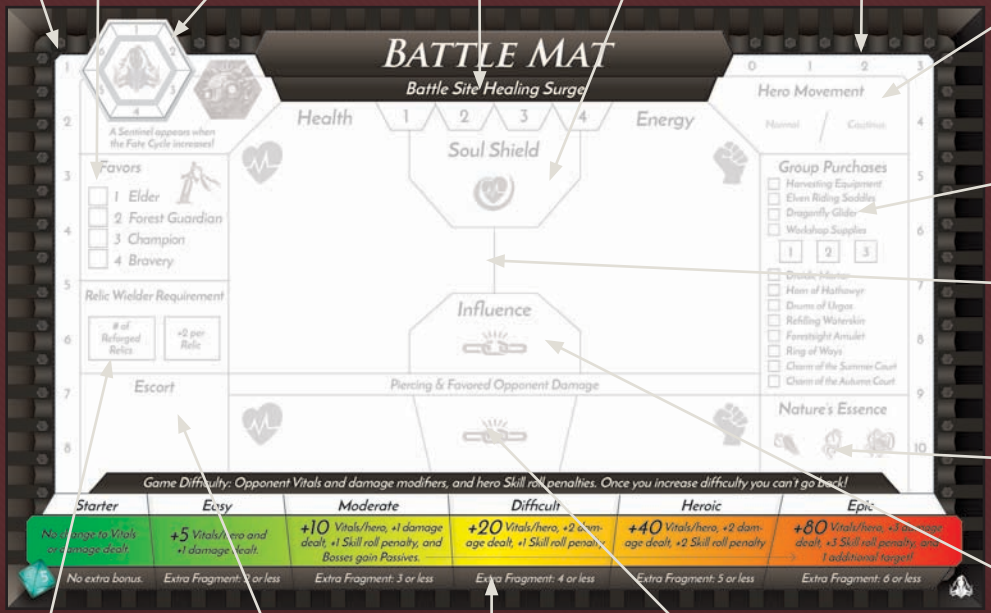
We recommend that one player keeps track of the Battle Mat throughout the entire game. During the Declaration phase of combat, players will note how much damage they're doing to their opponent(s). The player in charge of the Battle Mat will record this damage in one of two areas: the top area is damage that can be Defended against, while the bottom is reserved for damage that cannot be Blocked or Defended (like Favored Opponent damage).

Modifying the Game Difficulty

You can choose to increase the game Difficulty while outside of combat at any time (you cannot decrease the Difficulty once raised). Difficulty levels do not stack (you are only affected by the current Difficulty).

Your opponent's Vitals and all damage dealt will be modified by the amount indicated on the Difficulty bar. The heroes also receive a Difficulty penalty to their Skill rolls. Increasing the Difficulty allows the group to roll the Fate die when they receive a Fragment. If the result is less than (or equal to) the number specified by the Difficulty, the group gains an additional Fragment. Difficulty cannot increase beyond Epic.

Optional Rule: The game's difficulty increases by 1 if you run out of Power Up cards and must reshuffle.



Miscellaneous 1-8 tracker

Favors

Fate Tracker (see page 35)

Healing Surges (only 1 per Battle Site)

Soul Shield (see page 44)

Miscellaneous 0-10 tracker

Hero Movement Normal / Cautious (Hexes per turn)

Group Purchases

Health & Energy Tracking

Group Nature's Essence

Influence (see page 45)

Relics Obtained & Wielder Requirement Increase

Escorts (see page 60)

Game Difficulty Bar

Health & Energy damage that cannot be Negated

Opponent Types

- Opponents are either Encounters or Bosses. Encounters are ranked in Level from 1 to 6. Bosses are much harder and ranked in Level from 1 to 10.
- All opponents are assigned one of seven types:

Constructs: Constructs are given life through unnatural and unknown sources.

Creature: Creatures are natural animals and beasts.

Humanoid: Humanoids are sentient beings.

Monstrous Humanoid: Monstrous Humanoids are larger and more fierce than their humanoid cousins.

Magical Nature: Magical Nature opponents have been touched by magic.

Spirit: Spirits are insubstantial beings.

Undead: Undead are the cursed, they exist apart from life and death.

Dangerous Opponents

You may find that certain opponents are labeled **Dangerous**. This means that the opponent you're facing is more difficult than normal. When fighting a **Dangerous** opponent, increase the game difficulty by 1 for that combat. After this battle the game returns to the current difficulty, it does not stay at the increased difficulty level. While uncommon, it is possible for an opponent to raise the Difficulty level several times in one combat.

Favored Opponents

- Each hero has an advantage over a specific type of opponent determined by their Race.
- When facing your Favored Opponent in combat, roll the six-sided die during the Declaration phase of each combat round and record it on the Battle Mat as damage that cannot be Reduced or Negated (in the bottom section).
- Favored Opponent damage is a unique damage source.
- You may choose whether the damage dealt is applied as Health, Energy, or against Influence. If you choose to deal Energy damage, your roll result is doubled.
- A roll of a HEX is 6 damage.
- Favored Opponent damage may HEXplode.

HEXploding Dice

You may find certain Abilities, items, or other situations specify that a die can HEXplode. This happens when you roll a hex (or another number as indicated) on the die. When this happens you may roll again and add the new result to the total. There is no limit to how many times you may reroll a HEXploding die.

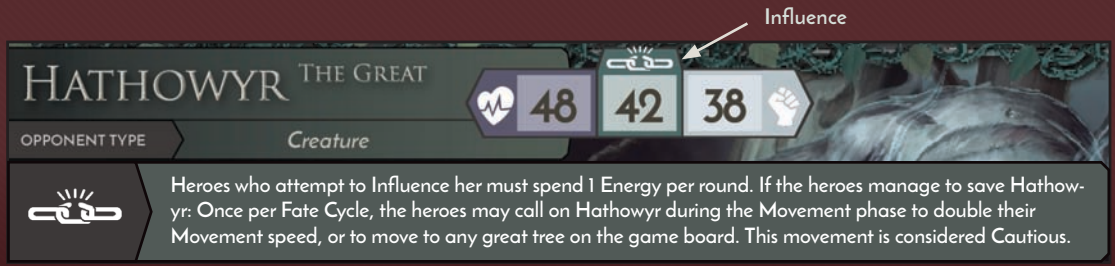
Soul Shielded Opponents

- Soul Shielded opponents have a different Health icon.
- Opponents who are Soul Shielded must have their Soul Shield reduced to 0 before they can suffer Health and Energy damage or be Influenced (see next page).
- Any Favored Opponent damage dealt is transferred to the Soul Shield.
- The Soul Shield suffers damage from both Health and Energy attacks and is treated as a separate target. Excess damage and Conditions on the shield do not transfer to the opponent.
- Use the Soul Shield area on the Battle Mat to record this damage.
- After the Soul Shield is depleted completely, attacks may be made to the opponent's Health or Energy values.
- The opponent's Health is always equal to the Soul Shield's initial value.

Adrimon has tied the souls of many unfortunate beings to herself and those she wishes to protect, creating a Soul Shield around them. Those who are Soul Laced suffer wounds and effects that befall those they are tied to. Some opponents may be able to Soul Lace the heroes (see Conditions on page 62). Be careful, as Soul Laced targets may suffer damage dealt to your opponent.

Influencing Opponents

- Some opponents can be saved from the Magi's mind control.
- Each savable opponent has a third type of Vital called Influence, displayed between their Health and Energy values.
- In order to Influence an opponent, you must reduce their Influence value to 0.
- To do this, the group must **Heal** the opponent using Abilities or items.
- When the group **Heals** a savable opponent, it will not restore their Health or Energy, but instead reduce their Influence by an equal amount of the **Healing** they receive.
- **Healing** effects that Influence an opponent are not reduced by their Block or Defend.
- Opponents cannot affect their own Influence value while **Healing** themselves.
- Be careful though, many opponents will become more difficult as you attempt to Influence them. If successful, you will end combat and gain a new ally. You'll gain unique rewards for each.


Influence
Hathowyr the Great
48
42
38
Opponent Type
Creature
Heroes who attempt to Influence her must spend 1 Energy per round. If the heroes manage to save Hathowyr: Once per Fate Cycle, the heroes may call on Hathowyr during the Movement phase to double their Movement speed, or to move to any great tree on the game board. This movement is considered Cautious.

2 Opponent Actions

- Opponents differ in the number of combat options available to them. Encounters have three options while Bosses have six.
- Roll the six-sided die each round of combat and consult the action key to determine what action your opponent takes.
- If the Ability rolled requires Energy, they spend the Ability's Energy cost this phase. If the opponent doesn't have enough Energy, their action defaults to another Ability (see page 49 and 51).
- If the group faces more than one opponent, roll the action die once for each opponent in any order.

Opponent Targeting

Opponent Abilities may target Individual or Group targets.

Individual: Abilities that effect individual targets (single, dual, triple, or multi-target attacks). Target dice are rolled to determine the target(s). Each target may only receive one Individual attack per round, unless otherwise stated.

Group: Abilities that effect each hero and their allies. Target dice are not rolled for group attacks.

Target Dice

You may need to determine a target for an opponent's action, or to determine who wins a single reward. For situations like these, each hero (and ally in the case of targeting in combat) rolls a ten-sided die. Compare your result with the others. The one with the highest roll becomes the target. In the case of a tie, the ones who tied roll again (without modifiers) until a target is chosen. When choosing multiple targets, the highest rolls become the targets; re-roll as needed to break ties.

Encounters

- Encounters are opponents found in the Circumstance deck whose Level ranges from 1 to 6.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Encounter takes.
- Encounters have three combat options:

Attack (red): This is the Encounter's basic attack. It costs no Energy to use.

Mastery (purple): The Encounter's Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon.

Default Action: If the Encounter doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack Ability instead. The action's targeting type remains the same, but the numeric effects (Damage, Heal, Raise, Block, Defend, etc.) are reduced by half.

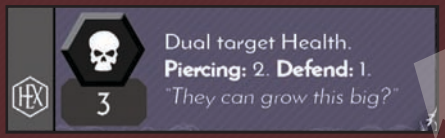
Special (dark gray): The Encounter's Special Ability costs no Energy to use and is generally the strongest attack it can perform.

The numbers under each Ability icon indicate the damage the Encounter deals to its targets.

Encounter Actions

Each Ability explains its targeting type (Individual Target or Group), Damage type (Health or Energy), any keywords associated with the attack, or other miscellaneous effects.

In the example shown here, suppose the group rolls a hex on the six-sided action die: The heroes would face the Giant Fox's Special.



Two different targets suffer 3 Health damage, 2 of which cannot be lowered (**Piercing**: 2). The Giant Fox also reduces the damage it suffers from each attack by 1 this round (**Defend**: 1).

Bosses

Hex Token

- Bosses are difficult opponents whose Level ranges from 1 to 10. They are found in various locations on the map, outlined in red.
- If a Boss is defeated, the hex location is cleared and the Boss cannot be refought.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Boss takes. Bosses have six combat options and one passive:

Boss Action Key

Attack (red): This is the Boss's basic Attack. It costs no Energy to use.

Defend (orange): This is the Boss's basic Defend. It costs no Energy to use.

Masteries (purple and blue): The Boss's Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon. If the Boss doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack or Defend Ability instead (as per the small icon on the action's name title). Like Encounters, a defaulted action is reduced in potency (see page 49).

Boss Specials (white and dark gray): The Boss's Special Abilities cost no Energy to use and are generally the strongest attacks it can perform.

Passive: The Passive Ability is unlocked only if you're playing on Moderate Difficulty or greater.

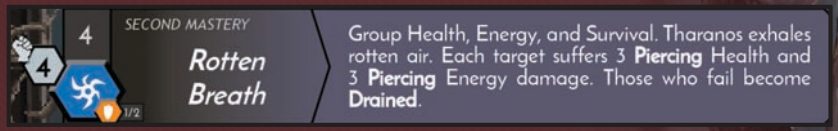
Bosses

Boss Level
Action Key (roll six-sided die)
Opponent Type
Health
Energy
Mastery Energy Cost
Default Action
Passive Ability
Action Descriptions
Fragment Reward
Single Rewards
Group Reward
THARANOS
THE ROTTING TREANT
38
24
OPPONENT TYPE
Undead
ATTACK
Branch Whip
Single Target Health. Defend: 3. Piercing: 3. One target suffers 5 Health damage and becomes Entangled.
"Watch out, it's moving!"
DEFEND
Leaking Sap
A foul ooze covers Tharanos. Heroes who deal Health damage this round have their weapons stuck in his rotting bark and deal half damage (this also affects Piercing damage). Heroes affected become Disarmed.
FIRST MASTERY
Devour the Living
Single target. Tharanos eats you alive. The target loses their action this round and is Swallowed (10/3). Swallowed targets deal twice as much damage to Tharanos rotting insides.
SECOND MASTERY
Rotten Breath
Group Health, Energy, and Survival. Tharanos exhales rotten air. Each target suffers 3 Piercing Health and 3 Piercing Energy damage. Those who fail become Drained.
BOSS 1
Decaying Forest
Block: 15. Group Health. Each target suffers 4 Health damage. Targets who Defend or receive Healing this round suffer 2 additional Health damage during the next Declaration phase. Everything Tharanos touches decays.
BOSS 2
"Beeees!"
Defend: 4. Group Health and Navigate. A swarm surrounds the group, dealing 2 Health damage to each target. Targets who suffer damage become Poisoned. Those who fail become Disoriented.
Smoking Limb
MODERATE DIFFICULTY OR GREATER
Group Navigate and Survival at the beginning of every Declaration phase. Tharanos ever smoking limb emits a cloud of putrid smoke. Those who fail Survival suffer 1 Health damage. Those who fail Navigate may only deal up to their Attack rank in Health damage to Tharanos.
Fragment
+2 Attack
Workshop Supplies
Single Rewards
GOLD 7
FOOD 1
Group Reward
1/2

Boss Actions

Each Ability explains its targeting type (Individual Target or Group), damage type (Health or Energy), Skill rolls, any keywords associated with the attack, or other miscellaneous effects.

In the example shown here, suppose the group rolls a 4 on the six-sided action die for Tharanos:


4
SECOND MASTERY
Rotten Breath
4
1/2
Group Health, Energy, and Survival. Tharanos exhales rotten air. Each target suffers 3 Piercing Health and 3 Piercing Energy damage. Those who fail become Drained.

If Tharanos has at least 4 Energy remaining, the heroes would face his Rotten Breath attack. If he doesn't have the Energy, his action would default to his basic Defend, Leaking Sap.

Each hero suffers 3 Piercing Health and Energy damage and must roll their Survival Skill. Those who fail gain the Drained Condition.

3 Resolution Phase

- The group's and opponent's actions all take place at the same time during this phase.
- During this phase, heroes and opponents select any unselected targets (if any) for their Abilities and all remaining action results are tallied (damage is dealt, Defended against, Healed, etc).
- Resolve any/all actions in any order you choose.
- When facing multiple opponents, opponent actions will resolve separately in any order.

Resolving Damage & Conditions

Effects that reduce damage are calculated first. Then all remaining damage and Healing are calculated into one total. The final result is then applied to the target. Resolve all damage to each group member and opponent(s) as necessary. Conditions are applied after all damage is calculated. Combat resumes with the start of a new round and continues until the opponent(s) or heroes are defeated.

Hero / Opponent Defeat

If a group member or opponent drops to 0 Health or less, they are in danger of dying. If the combat phase ends (and moves into another phase) and they remain at 0 Health or less, the hero or opponent dies. It is possible to drop below 0 Health and in the same combat phase be brought back above 0. For instance, if a hero is reduced below 0 Health and is Healed during the Resolution phase in the same round, the hero remains alive. In these cases the hero, or opponent, has escaped death. It is possible to suffer damage and die during the Declaration phase.

Negative Vitals?

When a combat phase ends, any negative Vital values are brought to 0.

Game Difficulty: Opponent Vitals and damage modifiers, an
Starter
Easy
Moderate
No change to Vitals or damage dealt
+5 Vitals/hero and +1 damage dealt.
+10 Vitals/hero, +1 damage dealt, +1 Skill roll penalty, and Bosses gain Passives.
5
No extra bonus.
Extra Fragment: 2 or less
Extra Fragment: 3 or less

Combat Example

The Stormcaller and Verdant Keeper have stumbled upon the "Mind-wiped Villagers!" Encounter while playing on Easy Difficulty.

Thus, the Mindwiped Villagers Vitals are increased by 10 (+5 per hero). The Mindwiped Villagers begin combat with 15 Health and 14 Energy. They also have a Soul Shield of 15, as they have the black Soul Shield symbol instead of a Health symbol. Their Vitals are recorded on the Battle Mat.

Declaration phase: Each player chooses their hero's actions. The Stormcaller uses **Freezing Rain** to deal 10 Energy damage and inflict the **Drained** Condition on their opponent for the next 2 rounds. This damage is recorded in the Soul Shield section of the Battle Mat since the opponent has an active Soul Shield.

The Verdant Keeper chooses to use **Petal Storm**. She rolls the Fate die as per her rank 4 Ability and rolls a 2. She adds the die result to the Villagers' Level for a total of 3. Since her **Petal Storm** is rank 4, her Mastery is **Strengthened**. Her **Petal Storm** deals 8 Health damage. The damage is recorded in the Soul Shield section of the Battle Mat.

Both heroes spend the 1 Energy cost for using their Masteries.

Opponent phase: The players roll the six-sided die, and roll a 4 for the Mindwiped Villager's action. Each hero will lose 3 Energy (2 base plus 1 for the Easy Difficulty rating). Because the Ability also states "Piercing: 1", 1 of the 3 damage dealt cannot be reduced. Our heroes are not Defending this round, so they'll suffer all 3 damage.

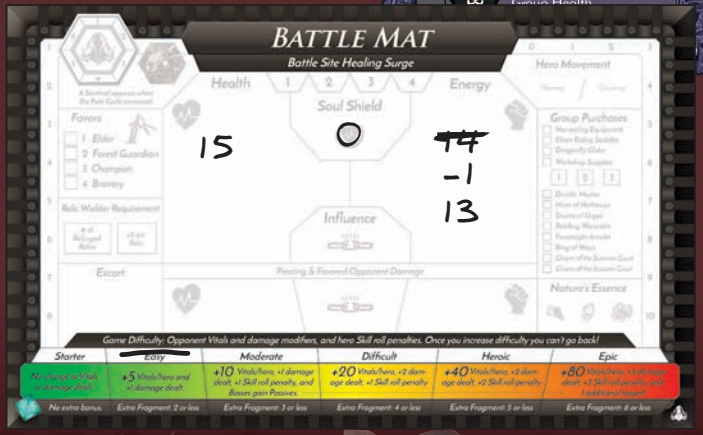
The Mindwiped Villager's spend 1 Energy to use this Ability. This loss is recorded in the Energy section of the Battle Mat.

Resolution phase: Now the players resolve all of the numbers.

The Mindwiped Villager's Soul Shield suffers 18 total damage, bringing the shield to 0. The excess damage is not converted to Health or Energy damage, leaving them with 15 Health and 13 Energy.

Both heroes suffer 3 Energy damage from the Mindwiped Villagers attack. The damage losses are recorded on their hero cards.

The Mindwiped Villagers still have Health remaining, so a new round will begin.



Hero Death

- If a hero dies, they are temporarily out of the game. The other heroes may attempt to **Revive** them in several ways.
- The other heroes gain access to the fallen hero's backpack, Gold, and Food, at any time outside of combat, or during combat while performing a Defend action.
- Any Gold, Food, or items a fallen hero would receive as a reward is divided between the other heroes outside of combat.
- Power Up card rewards are still taken by the deceased hero, but they are kept face down until the hero is **Revived**.

Reviving your heroes

There are a few ways of bringing a fallen hero back from death in the Forests of Adrimon. They are:

Spirit Tether Ritual: A ritual that can be performed in Elowen's Grove.
Battle Site: The heroes may use a Healing Surge to **Revive** a single fallen hero.
Revival Stone: A treasure in the Circumstance Deck, found in the wilderness.

Creating new heroes

Players may alternatively opt to create a new hero if one has died or been removed from the game. The new hero gains 2 Power Up cards per Fate Cycle, and joins the group after the Skill phase the next time they arrive in any Waypost, Battle Site, Enthralled City, or Elowen's Grove.

Rewards

- If the heroes defeat their opponent(s), they'll gain the reward shown on the card or placard.

Group Rewards: Each hero receives these rewards.

Single Rewards: Each hero rolls target dice (see page 48) to determine who receives a Single Reward. In single hero games, the hero gains all rewards listed. Allies (non-heroes) do not roll for single rewards.

Fragment: The group draws the number of Fragment cards shown. This is not drawn per hero.

Vanquish Reward: This is a group reward the heroes receive only when they kill their opponent.

Influence Reward: This is a group reward that heroes receive only when they Influence their opponent.

In the example below, the group would receive one Fragment card and each hero would roll target dice. The hero with the highest roll would gain +2 ranks to their Attack Ability, and the second highest would gain the Workshop Supplies. Additionally, each hero in the group would gain 7 Gold, 1 Food, and 1 card drawn from the Power Up deck.

Optional Rule: Some players enjoy giving the Single Rewards to specific heroes in the group. At the beginning of the game, you may choose whether to reward these by chance, or by choice.

Keywords

Keywords appear bolded in white on various game components.

Keyword	Description
Block: X	Reduces total damage taken during the Resolution phase by the Block amount, beginning with Energy damage.
Boost	Temporarily increases a numeric effect as specified.
Defend: X	Reduces each incoming damaging effect by the Defend amount during the Resolution phase.
Heal: X	Increases current Health and/or Energy (as specified) up to the target's maximum by the Heal amount during the Resolution phase of combat, or anytime outside of combat.
Negate	Stops and removes an effect or attack, and all of its side effects.
Nonlethal	Nonlethal damage cannot drop a Vital to 0, instead dropping it to a minimum of 1.
Piercing: X	Deals damage which cannot be Defended or Blocked by the Piercing amount.
Raise: X	As Heal, except the total Healing may exceed the target's maximum Vitals, temporarily increasing the total by the Raise amount. Unless otherwise stated, Raised Vitals remain through the duration of the Game Turn in which they were gained, or until lost.
Reflect	Alters the target of an attack and/or effect back onto the attacker. An attack or effect may only be Reflected once.
Regen: X	As Heal, except the Healing occurs during the Declaration phase of each round. Regen cannot stack with itself. Applicable only during combat.
Revive:	Brings back a deceased target and restores them to full Vitals unless otherwise stated.
Strengthen	Permanently increase a numeric effect when specific criteria are met.
Summon	Creates an ally for the summoner. During combat, this ally acts on behalf of the summoner. It may become a target, and may be damaged and/or killed.
Sustain	You may spend 1 Energy each round to power the effect and may use other Abilities while the Sustained Ability continues throughout subsequent rounds. Unless otherwise stated, only one instance of the Sustained effect may be active at any time.
Teleport: X	Instantly move to a new location up to the Teleport amount or where specified. Unless otherwise stated, Teleport may be used during any phase, but when used during the Movement phase, the group is considered to be Moving Normally.
Unyielding	Targets may be targeted more than once by this attack. Roll for targets for each attack made.

Conditions

Many opponents do more than just cause damage. The Conditions on the next few pages may also affect your group (or your opponents). Unless otherwise noted, damage dealt resolves before applying Conditions during the Resolution phase. Each Condition may also have one or more of the following qualities:

- **Affects Any:** Conditions with this icon can affect your allies or opponents.
- **Persists:** Conditions with this icon remain active after combat ends.
- **Stacks:** Conditions with this icon may be gained more than once. Apply the numeric effects multiple times unless otherwise noted.

Condition	Qualities	Description
Bleeding		Bleeding targets lose 1 Health during the Declaration phase of each round. Bleeding continues until the target receives **Healing** or until combat ends.
Bound		Bound targets are tied to the life force of another being. Anytime the ally they are bound to suffers damage, Bound targets lose the equivalent type and amount of Vitals. Loss of Vitals due to being Bound is only applied once if two targets are Bound to each other.
Burned		Burned targets lose 3 Health at the beginning of the Declaration phase of each round and **Heal** 3 less Health each time their Health is **Healed**. The **Healing** reduction stacks but the Health damage dealt does not.
Confused		This Condition resolves before damage is dealt. Roll any die during the Resolution phase of each round. Confused targets lose their action if the result is an even number, or have the numeric effects of their action reduced by half if the result is an odd number.

Condition	Qualities	Description
Disarmed		Disarmed heroes lose their weapon. They may attempt to reclaim it each round by taking a Defend action and rolling a ten-sided die against their Attack rank (as if it were a Skill). While Disarmed, heroes may only deal damage equal to their base Role and Race modifiers.
Disoriented		Disoriented heroes suffer an increased chance of a Critical Failure for Skill rolls. Their Critical Failure range increases by 2 each time they become Disoriented (8-10 for first, 6-10 for second, etc.).
Drained		Drained targets lose 3 Energy at the beginning of the Declaration phase of each round and **Heal** 3 less Energy each time their Energy is **Healed**. The **Healing** reduction stacks but the Energy damage dealt does not.
Encased		Encased targets are no longer targetable by opponents in combat, but the constraint that Encases them can be targeted by themselves or their allies. Encased targets may only use their Attack each round, targeting only the constraint. This Condition includes a number in parenthesis. This is the number of Health damage that must be dealt to free the target. This Condition may not be removed through other means.
Entangled		Entangled heroes must succeed on a Navigate roll during the Declaration phase of each round in order to act normally. If they fail, they may only Attack or Defend, and do so with a -3 penalty.
Frightened		Frightened heroes may only use their Defend action and do so with a -3 penalty. Roll Survival during the Resolution phase of each round of combat. If successful, the Condition ends.
Knocked Down		Heroes who are Knocked Down cannot act and Critically Fail Skill rolls until after they spend a round Defending to get back up. They may not use (or give) an item while Defending in this way.
Poisoned		Poisoned heroes lose 1 Health at the beginning of the Declaration phase of each round of combat and at the beginning of each Movement phase. They must also roll and succeed on a Survival roll in order to use Energy. If you Succeed on any 3 Survival rolls, remove the Condition from yourself.

Condition	Qualities	Description
Soul Laced		Soul Laced targets are bound to the life force of their opponent. At the end of the Resolution phase, the opponent gains (or **Raises** if they already have) a Soul Shield equal to the sum of the target's current Vitals. The opponent's Health remains unaffected. If the Soul Shield suffers any damage throughout a round, Soul Laced targets suffer **Piercing Energy Drain** equal to twice the opponent's Level. This Condition ends when the opponent loses their Soul Shield and may not be removed through other means.
Swallowed		As Encased except that Swallowed targets may not be targeted by allies. Any damage the Swallowed target deals depletes the opponent's Health value as if it were normal damage. This Condition includes a second number in parenthesis. This is the number of Health damage that the Swallowed target suffers during the Declaration phase of each round of combat.
Tethered		Tethered targets will die if their Health and/or Energy drop to 0.
Unconscious		Unconscious targets cannot act. At the end of each round, that target rolls a six-sided die. If the result is a hex, they awaken. Each round the chance to wake increases by 1. Heroes may force an Unconscious target to wake by taking a Defend action, but may not use items while doing so. The round after they awaken, the target suffers a -3 penalty to all Ability ranks.
Vulnerable		Vulnerable targets gain +2 to their target die result while in combat and suffer 1 extra damage when damaged.

Random Condition List

The back of the Battle Mat also contains all Conditions. Additionally, a random table is shown listing eight Conditions, numbered hex through 8. You'll use the Fate die to roll on this table (the random list is used during the battle with the Death Moth).

Relics & Fragments

Relics

- Relics are powerful items that are fueled by the emotion of the heroes who once wielded them.
- Each Relic has been broken into multiple Fragments.
- Relics may be reforged in Battle Sites when all Fragments matching the Relic have been found.
- Destinations help you discern where the Fragments have been scattered on the game board.
- Your game will always begin with 4 Relics in play. You may reveal more if you're lucky enough to find them.

The Relic Bar

The numbers on the Relic bar correspond to each of the four Battle Sites found in the forest. In the example shown below, if the heroes found all Fragments associated with Arkavin's Staff (slot 3), they would need to travel to the 3rd Battle Site to attempt to reforge the Relic.

Reforging Relics

Once you've found all of the Fragments associated with a Relic in play, you must travel to a Battle Site in order to reforge your Relic. Consult the Battle Site placard for more detail.

Wielding Relics

Only one hero may wield a Relic at any time. Relics may be traded to another ally while Defending during combat, or at any time outside of combat. There is no limit to the number of Relics your heroes may carry.

Wielder Requirements

A hero must meet the Wielder Requirement in order to wield the Relic when they receive it. For each Relic the group possesses, raise the rank requirement to wield or reforge additional Relics by 2. The wielder does not lose the Relic if the requirement increases, but a new wielder must meet the new requirement. You may carry Relics until you are able to wield them.

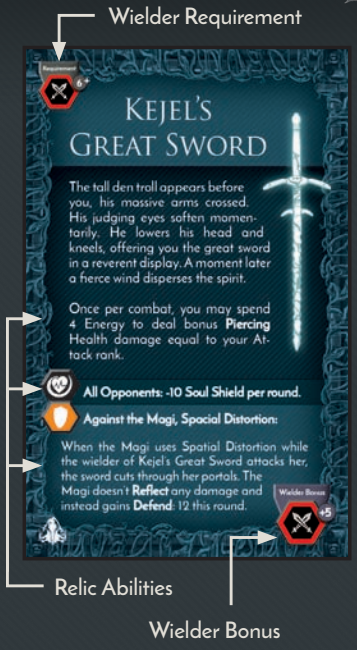
Relic Abilities

Each Relic grants unique Abilities to its wielder.

Relic Ability: Each Relic grants a unique Ability that can be used once per combat, or once per Game Turn.

Soul Shield: Relics reduce the effectiveness of Soul Shields. Reduce an opponent's Soul Shield by the amount specified during the Declaration phase of each round of combat.

Against the Magi: Each Relic grants a bonus against the Magi, usable in the final combat.


Wielder Requirement
Requirement
6
Kejel's Great Sword
The tall den troll appears before you, his massive arms crossed. His judging eyes soften momentarily. He lowers his head and kneels, offering you the great sword in a reverent display. A moment later a fierce wind disperses the spirit.
Once per combat, you may spend 4 Energy to deal bonus Piercing Health damage equal to your Attack rank.
All Opponents: -10 Soul Shield per round.
Against the Magi, Spacial Distortion:
When the Magi uses Spatial Distortion while the wielder of Kejel's Great Sword attacks her, the sword cuts through her portals. The Magi doesn't Reflect any damage and instead gains Defend: 12 this round.
Wielder Bonus
+5
Relic Abilities
Wielder Bonus

Wielder Bonus

Each Relic also grants a bonus to the hero wielding it. While the hero carries the Relic and meets its requirement, raise the rank of the stat shown by the amount specified. The wielder bonus is lost if the Relic is transferred to another hero.

Fragments

- Fragments are pieces of broken Relics, and are rewarded in many ways.
- You'll need to find all Fragments that belong to a Relic in order to reforge it.
- Each Fragment grants each hero an extra reward, selected from 3 options.
- The group keeps all Fragments found, even if the Fragment belongs to a Relic that is not currently in play.

Fragment Number

Each Fragment has two numbers in the upper right corner of the card; the Fragment number, and the total number of Fragments in the set. Gather all Fragments in the set to reforge them into a Relic.

Fragment Reward Options

Each Fragment contains 3 rewards shown on the bottom of the card. When the heroes gain a Fragment, **each hero chooses 1 of the 3 rewards** to immediately gain. Each hero may choose their own reward.

Story

Each Fragment also contains a short paragraph detailing the story of what your heroes encounter when they find the Fragment for the first time.

Fragment Number
The Sword
1/3
As you claim this fragment, you witness a strange event. A fierce warrior appears several paces away, practicing his form. He has long ears and appears to be a troll. He practices for a moment, wielding the great sword with precision and surprising grace.
+1
+1
Fragment Reward Options
Story

Destinations

Destinations

Destination Token

- Each time the heroes end Movement in a Waypost, draw 1 new Destination for each Relic in play and place face up on the slot.
- You may only ever have up to 4 Destinations in play on each slot.
- There are several types of Destinations: Bounty, Incursion, Keeper, and Skill Destinations.
- If the group ends Movement on a location related to their Destination, you may attempt to complete it during the Event phase of the Game Turn.
- Destinations usually are discarded immediately when they are completed.
- Completing a Destination rewards one or more Fragment cards.

Keeper Destinations

Keepers are Elowen's followers, who assist her and fight back against the Magi. Giving aid to a Keeper will allow you to trade a specific type of Nature's Essence for items found in Elowen's Grove. In the example to the right, completing this Keeper Destination would allow the heroes to trade only Infused Seeds. You may trade a type of Nature's Essence immediately after you complete the Destination, or while you are Escorting a Keeper. Generally these Destinations do not require any Skill rolls to complete.

Escorts

Escorts appear on Destination or Circumstance cards and require you to keep a target alive. They become an ally when you choose to attempt to complete the card. The Escort graphic will show you the ally's Health (they have 0 Energy) and the action they perform each combat round. The example to the right shows an ally that has 8 Health and Attacks each round for 2 Health damage. Escorts may be **Healed**.

Bounty & Incursion Destinations

Bounty and Incursion Destinations require heroes to defeat an opponent in combat. Travel to the location specified and defeat the opponent. Be careful to complete Incursions quickly, otherwise the mindwiped may take over a Waypost!

Skill Destinations

If the Destination is related to a Skill, the group rolls the Skill die shown on the card.

In the example to the right, the heroes would roll their Survival Skill. If any one of the heroes succeed, the group completes this Destination. If the heroes all fail their roll, they may try again next Game Turn.

In addition, if any of the heroes roll a Critical Success (see page 26), they also earn a bonus reward. In the example shown here, any heroes who roll a Critical Success gain a +1 to their Energy Ability rank.

Skill Destination
SURVIVAL
TWISTED FATE
There is a spot near the river's bend where all wild-life acts sluggish.
A willow tree's delicate branches reach toward the ground, its leaves emitting a wall of putrid, yellow mist. You see a Fragment lodged deep in its bark.
Risky: You're not alone! Above the willow tree, you spot a huge creature moving with unnatural speed. Fight the Death Moth here with a +1 penalty to all Skill rolls. If you succeed, you gain an Essence Vine.
Critical Success
+1
Critical Success Bonus
Destination Rewards

Dual & Triple Skill Destinations

Some Destinations require you to roll more than one Skill. One hero in the group must succeed on all Skills listed in order to be successful. For instance, a Dual Navigate/Survival Destination requires at least one hero to succeed on both their Navigate and Survival rolls.

Challenges

Some Destinations offer an extra bonus for doing more than what is required to complete it. Challenges are written under the normal Destination requirement. You may attempt to complete a Challenge after you successfully complete the Destination. The Challenges are optional and do not need to be completed to obtain the Destination rewards. However, if you do attempt a Challenge, you may not discard the Destination until after you've completed it.

Risky

Some Destinations have consequences if each hero fails their Skill rolls. If this happens, you will have to face the situation written on the card. If you succeed and complete the Risky situation, you automatically complete the Destination and receive its rewards. You may choose to fail your Skill rolls in order to force a Risky situation.

Skill Destination Types

Each Skill Destination has an additional effect when the group attempts to complete it. Under each Skill Destination, you'll find one of three types:

Hidden Power Destinations (optional)

Something about the Fragment itself has some additional dormant power or the area around it does. To gain that power, the heroes must temporarily make themselves susceptible to their fate.

In this example, if the group draws a Fragment that has a Defend upgrade as one of the three optional rewards, each hero would receive a rank up of Defend.

After completing a Destination of this type, the group may choose to push their fate. If you do, look at the Fragment card drawn. If the card shares the Destination's corresponding stat as one of the three optional rewards, each hero receives a rank up of that stat, otherwise increase the Fate Tracker by 1. Hidden Power cards are optional and thus the group may choose not to push their fate.

Twisted Fate Destinations (Automatic)

The combination of the Magi's magic, wild magic, and the fallen hero's emotional connection has altered this area strangely.

When a Destination card states Twisted Fate, the effect occurs...

If at least one hero Critically Succeeds their Skill roll when attempting to complete this Destination, draw one additional Fragment. If at least one hero Critically Fails their Skill roll when attempting to complete this Destination, increase the Fate Tracker by 1. Both effects may trigger in the same turn and each may only happen once per turn.

Spirit Guide Destinations (Automatic)

The spirit of the fallen hero assists in obtaining a piece of their equipment.

When a Destination card states Spirit Guide, the effect occurs...

If at least half the group succeeds at their Skill roll when attempting to complete this Destination, reveal the top 3 cards of the Fragment deck and choose one to keep. Shuffle the others back into the Fragment deck. This effect replaces the Fragment card draw from completing the Destination. If all heroes fail their Skill rolls, increase the Fate Tracker by 1.

EXPLORE
TWISTED FATE
You've found the remains of a forest fire. Amid the
SURVIVA
HIDDEN POWER: DEFEN
Many treasures lie hidd among the foliage, few r valuable than what is ru to rest beneath a bed with a fey radiance. Lo
NAVIGATE
HIDDEN POWER: ENERGY
The spring thaw can make raging rivers out of gentle streams. You've found a beav dam obstructing one such
EXPLORE
SPIRIT GUIDE
N
Spelunking can be treach- erous. Acid-laced water has dissolved the earth to create massive channels in the bedrock here.
The acid flows through dozens of

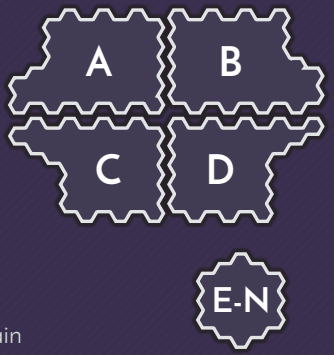
Skill
Destination
Type

Destination Rewards

Destinations are discarded once completed and the group has chosen whether or not to complete the Challenge. Each completed Destination gives the rewards shown on the bottom right hand corner of the card. Each Destination gives the group at least one Fragment card and occasionally extra rewards such as Gold, or a chance to Harvest Nature's Essence.

Reading Destination Locations

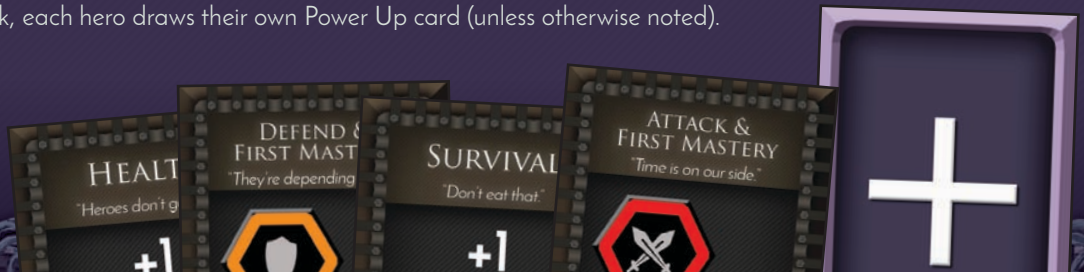
Each Destination designates a location you must travel to. Consult the graphic in the upper right corner of each Destination card to find the location.



There are four map quadrants, labeled A through D, and ten HEXtiles labeled E through N. Look for the white filled in hex in each graphic to give you the general area, then look at the color icon matching the map hex to find your location.

The Power Up Deck

The Power Up Deck contains many different types of Power Up cards. Heroes gain access to the Power Up deck by completing Destinations, battling Bosses, obtaining Fragments, and even defeating certain Encounters. When the heroes gain access to this deck, each hero draws their own Power Up card (unless otherwise noted).



Game Options

Valor Score

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Forests of Adrimon.
- A player's Valor score is equal to the total Valor gained while playing any game in the series.
- All players playing a game of HEXplore It have a Valor score equal to the player with the highest Valor score.
- Valor may only be gained once per source (ie, all the players achieve only 1 Valor point for defeating Adrimon, no matter how many times they've vanquished her), and cannot be modified by other game effects.

Gaining Valor

In the Forests of Adrimon, there are many ways you may gain a point of Valor. Consult the adjacent graphic for more information.

Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

- **Defeat Adrimon on Starter Difficulty** ☐
- **Defeat Adrimon on Epic Difficulty** ☐
- **End the game with 4 (or more) Relics** ☐
- **Give Elowen all 3 Dark Relics** ☐
- **End the game with 5 (or more) Heart of the Forest** ☐
- **Influence the Enraged Elemental** ☐

Using Valor

Each time you play the Forests of Adrimon, consult the table below. You'll gain the highest tier bonus and all lower tier bonuses based on your total Valor score. These bonuses only affect the current game being played.

Tier	Valor	Abilities
Initiate	1-7	Each hero gains Gold equal to half their Valor Score to spend only on Gear Upgrades before the game begins. Any unused Gold is lost.
Adventurer	8-19	Before the game begins, roll the six-sided die and add it to your Valor Score for this game. This die may HEXplode. Each hero gains 1 rank increase to a stat of their choice.
Hero	20-32	The group begins play with 1 Infused Seed and 1 Essence Vine. Each hero also gains **Heroic Sacrifice**: Once per game, suffer 6 **Energy Drain** to **Boost** a target's Action rank by 8. In order to win the game, you must defeat Adrimon on the Difficult setting or higher.
Champion	33-59	Before the game begins, roll the Fate die and add it to your Valor Score for this game. This die may HEXplode. The group begins play with 1 Heart of the Forest. Each hero selects one Skill to become immune to the effects of Adrimon's mindwiping. For the remainder of the game, this Skill cannot fall to her power. Each hero also gains **Champion's Call**: Once per game, **Boost** your Action rank by 10. In order to win the game, you must defeat Adrimon on the Epic setting.
Avatar	60+	Choose a Skill. Whenever your hero rolls a Critical Success with that Skill, your hero **Heals** 3 Health and 3 Energy. Each hero also gains **Fate Master**: Once per game, alter a die roll result by up to 2.

Play Styles

The following rules are included as options to supplement your gaming experience.

Double Up

This version of play presents adaptations to power up your heroes more quickly.

Here are the changes you'll adopt for the Double Up game:

1) The group begins the game with the Charm of the Autumn Court (an item from Elowen's Grove).
2) The group begins the game with 3 Destinations revealed per Relic instead of 2.
3) The Fate Tracker increases after every 5 Game Turns instead of after every 6 Game Turns.

Quick Play / Family Play

This version of play is for beginners to learn the ropes. It offers reduced play time.

Refer to Double Up changes (shown above) and add the following:

1) Power Up cards are drawn and applied to all heroes as a group instead of individually.
2) Before the game begins, the group draws 3 Power Up cards and gains their bonus.
3) The group begins moving at a rate of 5 hexes per Game Turn instead of 4.
4) The group begins the game with the Charm of the Summer Court (an item from Elowen's Grove).
5) Sentinels do not appear when the Fate Cycle increases.
6) Reduce the Magi's initial Soul Shield by half (to 70).

Marathon

Playing the marathon version prolongs the game, but also gives the players the opportunity to interact with more game content. Expect the Marathon game to spread out over the course of 6 or more hours.

Here are the changes you'll adopt for the Marathon game:

1) Each of the four Relics begin face down on the Relic mat. The group must travel to each corresponding Battle Site in order to reveal them (flip them over).
2) Wayposts reveal up to a maximum of 3 Destinations per Relic instead of up to 4.
3) Players must destroy each boss to win the game, but may do so in any order.
4) The Difficulty increases by one after the players defeat every other boss (from Starter to Easy after boss 1, to Moderate after boss 3, etc).

Multiple Heroes

If you'd like to create two heroes and play both, ask the other players if it is allowable. If the group agrees to this style of play, any player can play two heroes at once.

One Player

There are two ways to play using this style. The first is to use two (or more) heroes. This is the easier option and requires no special rule changes. The second way to play the one player game is to do so with only one hero.

Here are the changes you'll adopt for the One Player / One Hero game:

1) During the Declaration phase of combat you may choose to spend 1 Energy to perform the Defend action at half rank and take another action simultaneously. You may still only use one item per round.
2) The hero begins the game affected by a Spirit Tether Ritual (an item from Elowen's Grove).
3) When rolling Skill dice to attempt a Destination, roll twice and apply both results.

If you find this play style is too difficult with the hero of your choice, try combining it with the Double Up play style.

Dual Boards: FoA + VotDK

If you have both the Forests of Adrimon and the Valley of the Dead King, you can integrate the two games to play both at once. Playing the Dual Boards version will give you an entirely different play experience. You'll have to take care to avoid both the Dead King and the Magi. One of the two bosses will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

Game Setup

1) Combine the four quadrants from each game and place in any orientation you choose to create your map. Shuffle and place the HEXtiles from each game face down in separate stacks.

2) Shuffle the FoA Power Up deck, and set aside.

3) Place the VotDK Quest bar on one side of the table. Place the FoA Destination deck on the first slot. Draw three Destinations each for the second and third slot. Place the Quest deck on the hex slot. Draw three Quests each for the fourth and fifth slots.

VotDK Quest Bar

4) Place the FoA Circumstance bar on the other side of the table. Place the FoA Circumstance deck face down on the first slot. Draw two Circumstances each for the second and third slot. Place the VotDK Circumstance deck face down on the hex slot. Draw two Circumstances each for the fourth and fifth slot.

5) Place all Relics aside.

6) Roll the Magi's Acropolis normally and place on the corresponding Enthralled City.

FoA Circumstance Bar

Starting Location, Equipment, and Gold

- Roll any die at the beginning of the game.
  - If you roll an odd number, your heroes begin in a City in the Valley. Gain the starting items from VotDK.
  - If you roll an even number, your heroes begin outside an Enthralled City in the Forest. Gain the starting items from FoA.
- Additionally, the heroes gain a Movement item based on their location.
  - If you begin in a City, the heroes gain Reliable Mounts.
  - If you begin outside an Enthralled City, the heroes gain Elven Riding Saddles.

Altered Rules

Playing Circumstances:

When you roll for a Circumstance, roll a ten-sided die instead of the six-sided die. See the graphic here to determine which card is played based on your roll.

Additionally, the group may choose to face both Circumstances that appear in the slot, beginning with the result rolled. If both Circumstances are Encounters, resolve both in one combat. When you use an effect to cycle these cards, you're cycling the slots, so using a Luck Stone on slot 3 (numbers 4 and 5) would discard all cards in that slot.

Quests, Destinations, and Relics:

- **Refilling Quests:** Each slot on the Quest/Destination bar refills to 3 cards each time the heroes visit a City or a Waypost.
- **Relics:** When the heroes obtain enough Fragments to craft a Relic, that Relic becomes craftable in the first Battle Site available, starting with Battle Site 1. The Paragon's Hall is treated as a fifth Battle Site.

HEXtiles:

- **Revealing HEXtiles:** When you draw a HEXtile, draw one from both the Forests and the Valley stack. Choose one to play and place the other HEXtile on the bottom of the opposite stack.

Game Locations:

- **Wayposts:** Quests may also be turned in at Wayposts.
- **Ruins:** When facing the 9th Ruin Event "Boss Lair", randomly decide a tied result between Boss Levels.
- **Bezzelquark's Black Market:** When rolling to open the Black Market, include all Forest Bosses you've vanquished.
- **Bezzelquark's Black Market:** Bezzelquark recognizes the worth of Nature's Essence and will purchase it from you for twice the Selling Value (see page 21).

Card Decks:

- When a card's effect would have you draw more cards, draw from the same Volume (VotDK or FoA).

Bosses:

- The Dead King will not target or initiate combat with the heroes before confronting the Magi.
- The Dead King moves at a speed of 2 + 1 for every Fallen City.
- The heroes may not target the Dead King until they have obtained at least 3 Talismans, and have increased the Difficulty to Moderate.
- The heroes may not target Adrimon until they have acquired at least 2 Relics, and have increased the Difficulty to Moderate.

Valor:

- If you begin the game in a City, use the Valor table from the Valley of the Dead King.
- If you begin outside an Enthralled City, use the Valor table from the Forests of Adrimon.

The Dead King & Adrimon Game Events

• When one of these events occur, alter the game as indicated below:

If the Dead King gains 3 Fallen Cities first: Adrimon's mindwiped invade the Fallen City that is closest to her Acropolis, converting it into an Enthralled City instead. The Dead King moves slower, but still considers it a Fallen City for the purposes of counting these game events.

If the Magi's Fate Cycle becomes 3 first: The Dead King's Movement speed increases by 1.

When the Fate Cycle becomes 6 or the Dead King gains 6 Fallen Cities: Roll a ten-sided die and add the Fate Cycle. If the result is equal to or lower than twice the number of Fallen Cities, the Dead King recognizes Adrimon's influence and immediately targets the Acropolis. When he arrives he seizes control of the Magi's Fate Spool and remains in the center of the Acropolis for the rest of the game. The Fate Cycle continues to increase normally. If the result is higher, Adrimon mindwipes the Dead King.

If the heroes defeat the Dead King or the Magi before one of the above events: Draw 2 Power Up cards and give twice the bonus to each hero and ignore any additional events. If the Magi is defeated, the Fate Cycle stops and is set to 0. Enthralled Cities become Wayposts.

One Boss to rule them All

When the second boss event occurs, check to see which of the two overcomes the other.

If the Dead King obtains the Fate Spool:

- Every other Game Turn, during the Dead King phase, one City is turned into an Enthralled City. If no Cities remain, an Enthralled City is turned into a Fallen City instead. He uses the Fate Spool to drain the life from the surrounding populace.
- During the Dead King phase of each Game Turn, the group suffers **Energy Drain** equal to half the Fate Cycle.
- The Dead King gains a Soul Shield equal to his total Health.
- The Dead King's attacks and Conditions deal 1 extra damage.
- All remaining Sentinels crumble to dust, are removed from play, and no longer spawn.
- When the heroes face the Dead King in the final battle, they must first destroy Adrimon, and then immediately battle the Dead King. Healing is not possible between battles.

If Adrimon mindwipes the Dead King:

- The Fate Cycle increases by 1, and the Fate Tracker now advances by 2 every Game Turn instead of 1 for the remainder of the game.
- Adrimon's attacks and Conditions deal 1 extra damage.
- Adrimon's whereabouts are unknown. She cannot be found in the acropolis.
- The Magi commands the Dead King and his legion to target the heroes. His movement speed is equal to the Fate Cycle, and he gains a Soul Shield.
- If the heroes defeat the Dead King, the Magi immediately **Teleports** to the heroes' location and initiates the final combat. Healing is not possible between battles.

If you feel you're powerful enough, you can choose to fight both bosses at the same time during the final battle.

Living Card Campaign

Continue your journey into the Forests of Adrimon through our Living Card Campaign to ensure you'll always have fresh content to add to your adventures!

Two cards found in the Circumstance Deck and one card found in the Destination deck contain a website URL and QR code.

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When your group draws one of these cards, simply scan the QR code or head over to our website to see what new situation you'll face. We'll release one new card for each every month, until the game turns 1 year old.

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Elowen's Errand
"What was that?"
The Last Hero
C
4
A diminuitive druid once stood in this quiet place and faced Adrimon alone.
The young korrigan's spirit still lingers here, a spectre unable to depart. She is an active spirit, one who has been known to help heroes when the need is truly great. Wardens speak of her power as if it were an elemental force. It is said she calls to would-be heroes, asking them for help.
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Simply use the QR code below, or navigate to the website address listed above to find out what happens next!

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VOLUME
III

Cleaning your Dry Erase Mats

- Many cleaning problems begin with a dirty eraser. At the end of the game, we recommend you use a damp fiberless wipe to clean your game mats. That way the majority of the ink is kept off your erasers.
- Clean your mats at the end of every game. If you leave your board dirty, the residue dries and is more difficult to wipe down.
- Still have pesky stains? Marker stains may be removed with Isopropyl Alcohol (90% solution), Peroxide, Hand Sanitizer, WD-40, or even Toothpaste.

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Searching for Gear Initial Rolls

# of Heroes	Gear Upgrade Rolls	Item Rolls
1-2	3	3
3-4	2	3
5-6	1	2

City 1 - Elashor: Elashor's hot springs have restorative abilities. Bathing in the bubbling water makes one feel rejuvenated. **Each hero gains +3 ranks to distribute to their Vitals (in any way they wish).**

City 2 - Myrin: Myrin used to be a rich city on top of a gold mine. After its destruction, the natural resource has decreased but is still present. **Each hero gains either 5 additional Gold or 5 additional Food.**

City 3 - Connak: The best apprenticeships for the art of smithing used to be found in the city Connak. Hammers sounded on steel from dawn to dusk and into the night. **Each hero gains a +1 rank increase to an Ability of their choice.**

City 4 - Darcassan: Darcassan is the city of scholars and teachers. Through years of study and discipline, they mastered anything they put their minds to. **Each hero gains a +1 rank increase to a stat of their choice.**

City 5 - Keletheryl: Experiments and science were the two passions of Keletheryl. **Each hero gains an item from a Waypost or Elowen's Grove worth 5 Gold or less.**

Acropolis: A castle rigged with traps and labyrinths stands before you. You were lucky to get out alive. **Each hero gains a +1 rank increase to a Skill of their choice.**